



### **Title of Invention**

**Consonant Pain.**

### **Background of the Invention**

This game relates to word games. More specifically, it relates to a game combining chance and mental wherewithal.

### **Summary of Invention**

The primary object of the invention is to develop word and/or language skills.

Another object is to combine chance and strategy in developing the stated skills.

A third object is to provide challenging entertainment for 1 to multiple players.

### **Brief Description of the Drawings**

Fig. 1 is a perspective view of the 20-sided die (consonant die);

Fig. 2 is a diagram of the faces of the 20-sided die (consonant die);

Fig. 3 is a perspective view of the 6-sided die (vowel die).

## **Detailed Description of the Invention**

The present invention is comprised of a set of die, three 20-sided (icosahedrons) die and one 6-sided (cube) die. With this set of die, there are various games that can be created, such as the formation of phrases, sentences, or acronyms. However, this embodiment will focus on word formation.

The icosahedrons have one different consonant on each face of the die. All are on the die except for Y. The cube has 1 different vowel on each face including the letter Y. So, for purposes of the game, Y is always a vowel and never a consonant. The 3 die with the consonants on it (consonant die) are rolled to provide random letters in which words (or phrases or sentences or acronyms) are to be formed. Points can be scored based on if the word formed is actually a word, the length of the word, if the word formed is based on some sequence order of reading the die, etc., all within a time limit. Additional points can be added if the die with the vowels on it (vowel die) is used. This can provide an element of chance or increase the difficulty of forming a word with that particular vowel in it. An example:

An H, T and R are rolled with the consonant dice. Many words can be formed from those letters: heater, theatre, healthier, hooter, sheetrock, shelter, etc. Roll the vowel die and the letter U comes up. Now the task is a little harder to form a word with the letters H, T, R and now U. One word that could be formed is the word shouter but it took a lot longer to come up with it. Or you could use the vowel die to gamble for extra points. You form a word from the consonants H, T and R. That word is healthier. For bonus points, you roll the vowel die hoping that a vowel comes up that is used in the word healthier. You have a 1 in 2 (50%)

chance of getting an A, E or I.

Pretty simplistic! You can see that there can be all kind of rules and variations to this game that can be implemented. For example, some letters in certain combinations cannot be made into words. Letters such as J, Q or X can make word formation difficult. You could designate some letters as wild cards, making the game more fun and unpredictable. Another example is to have the dice read in a certain order. Points can be based on whether a word is formed in sequence order, reverse order or random order. To determine the order the dice are read, the dice could be color coded or numbered or thrown one at a time.

The following is one variation of the games that can be constructed by using the dice. Players take turns in rolling the three 20-sided dice (consonant dice). Player must make a word using the consonants that end face up. Words are formed by adding any additional consonants or vowels, as needed, to make a complete word. And, there is a time limit, usually one minute, to form a word. Points are scored on whether the consonants in the word are used in sequence order of the dice (1,2,3), reverse order (3,2,1) or random order (2,3,1 or 3,1,2 or 1,3,2 or 2,1,3) and by the length of the word (the longer the word, the more points). The sequence can be determined by the color of the dice (ex. red= die 1, white= die 2, blue= die 3) or some other means. The vowel dice can be thrown in as a factor. If a player likes to gamble, or is behind in points and needs to catch up in a hurry, the player may use the vowel die. Points vary depending on whether a player declares the use of the vowel die before the consonant dice are rolled or after. The vowel dice is always rolled after the consonant dice. Challenges are also are part of the game and can

keep a player from adding points to his total. Any player can challenge if a word is actually a word, based upon an agreed upon reference (such as a dictionary) and can include proper nouns. They can also challenge a player to spell the word. To win, a player must hit on a predetermined point target (such as 100 points).

#### Points Scoring:

For a word in sequence order- 10 pts.

For a word in reverse order- 5 pts.

For a word in random order- 1 pt.

For each additional letter over 4 letters- 1 pt. ea.

Unsuccessful challenges- 5 pts deducted from challengers' point total.

#### Use of Vowel Die:

Rolling the vowel die can add bonus points or deduct points from a players total. In order to gain points, a player rolls the vowel die after he rolls the consonant dice and forms a word. If the vowel die comes up with a letter that is in the player's word, they get bonus points. If not, points are deducted.

If a player declares that he intends to roll the vowel die before he rolls the consonant dice, the points are awarded as follows:

For a word in sequence order- an additional 30 pts.

For a word in reverse order- an additional 20 pts.

For a word in random order- an additional 15 pts.

Unsuccessful roll- deducts 10 pts.

If a player decides to roll the vowel die after he rolls the consonant dice, the points are awarded as follows:

For a word in sequence order- an additional 20 pts.

For a word in reverse order- an additional 15 pts.

For a word in random order- an additional 10 pts.

Unsuccessful roll- deducts 5 pts.

Variations can be added to the game. An example, a letter(s) can be designated as a wild card(s). Another example, if an x is rolled, the player can substitute the letters cks and it would count as long as the spelling was correct. Other variations: ph=f, kw=q, z=sh

An example of the game with 4 players:

First player rolls a P D T. The player comes up with the word “podiatry”. Points scored-  $10+4=14$ . Second player rolls an L G Q. The player can't form a word within the time limit and receives 0 points. Third player declares he will use the vowel die and rolls the consonant dice for a J B R. The player comes up with “jabber”, scoring  $10+2=12$  points. The player then rolls the vowel die and rolls an O. Since O is not in his word, he deducts 5 points for a total of  $12-5=7$  points. The fourth player then rolls the consonant dice for a K R B. The player forms the word “brick” for a total of  $5=1=6$  points. Back to the first player, he rolls an L P F. He forms the word “lapfer” for  $10+2=12$  points but is challenged by another player. The word “lapfer” is not in the reference guide and the first player ends up with 0 points. Now the second player rolls again. The player rolls a J X N. The player forms the word “Jackson” for a total of  $10+3=13$ . The player then decides to roll the vowel dice for additional points. An A is rolled and the player is awarded bonus points of 20, bringing the total of points to

$13+20=33$ . The game continues to a predetermined goal of 100 points. The third turn is up and he has 97 points. The player needs 3 points to win the game with 100 points. The third player rolls an M T P comes up with the word “temple”. The player scores  $1+2 =3$  and wins the game.